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whiteboard, letting ...

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It is big enough for us to live peacefully on it, but it is too small to be threatened by nuclear war” By 1972 an agreement formed and part of that agreement called for the Apollo-Soyuz Test ...

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What You'll learn after reading this eBook... * You should be able to get a job with our comprehensive guide on resume and interview preparation. * Get started in software testing. * Learn best tips on how to become a skilled software tester who finds critical defects in any application * Learn how to manage defects like a pro. * Become a web testing expert. * Learn how to achieve exponential career growth and excel in your career. * Learn how to deal with the developers during uncomfortable project meetings. * Master the art of becoming a good team leader/manager. * Plug-in all real-life tips and examples into almost any of your career situations for a bright software testing career. This eBook strives to strike a perfect balance between theoretical concepts, which are covered rigorously as well as practical contexts thus allowing the readers to build a solid foundation in key methodologies, techniques, tips and tricks in the field of software testing. The clear terminology definitions and comprehensive real-life examples provide an easy way to master various software testing techniques. After reading this eBook you should be able to get started in software testing, learn great tips on how to be an effective tester who finds critical bugs in the application under test, learn how to deal with the developers during uncomfortable project meetings, master the art of how to become a good test team leader/manager and more.

Part of the new Allyn & Bacon series in technical communication, *Writing Software Documentation* features a step-by-step strategy to writing and describing procedures. This task-oriented book is designed to support both college students taking a course and professionals working in the field. Teaching apparatus includes complete programs for students to work on and a full set of project tracking forms, as well as a broad range of examples including

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Windows-style pages and screens and award-winning examples from STC competitions.

The 2014 International Conference on Future Communication, Information and Computer Science (FCICS 2014) was held May 22-23, 2014 in Beijing, China. The objective of FCICS 2014 was to provide a platform for researchers, engineers and academics as well as industrial professionals from all over the world to present their research results and developm

A superior primer on software testing and quality assurance, from integration to execution and automation This important new work fills the pressing need for a user-friendly text that aims to provide software engineers, software quality professionals, software developers, and students with the fundamental developments in testing theory and common testing practices. Software Testing and Quality Assurance: Theory and Practice equips readers with a solid understanding of: Practices that support the production of quality software Software testing techniques Life-cycle models for requirements, defects, test cases, and test results Process models for units, integration, system, and acceptance testing How to build test teams, including recruiting and retaining test engineers Quality Models, Capability Maturity Model, Testing Maturity Model, and Test Process Improvement Model Expertly balancing theory with practice, and complemented with an abundance of pedagogical tools, including test questions, examples, teaching suggestions, and chapter summaries, this book is a valuable, self-contained tool for professionals and an ideal introductory text for courses in software testing, quality assurance, and software engineering.

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This book constitutes the proceedings of the 17th International Conference on Product-Focused Software Process Improvement, PROFES 2016, held in Trondheim, Norway, in November 2016. The 24 revised full papers presented together with 21 short papers, 1 keynote, 3 invited papers, 5 workshop papers, 2 doctoral symposium papers, and 6 tutorials were carefully reviewed and selected from 82 submissions. The papers are organized in topical sections on Early Phases in Software Engineering; Organizational Models; Architecture; Methods and Tools; Verification and Validation; Process Improvement; Speed and Agility in System Engineering; Requirements and Quality; Process and Repository Mining; Business Value and Benefits; Emerging Research Topics; and Future of Computing.

Increasingly, efforts to promote and measure physical activity are achieving greater precision, greater ease of use, and/or greater scope by incorporating emerging technologies. This is significant for physical activity promotion because more precise measurement will allow investigators to better understand where, when, and how physical activity is and is not occurring, thus enabling more effective targeting of particular behavior settings. Emerging technologies associated with the measurement and evaluation of physical activity are noteworthy because: (1) Their ease of use and transferability can greatly increase external validity of measures and findings; (2) Technologies can significantly increase the ability to analyze patterns; (3) They can improve the ongoing, systematic collection and analysis of public health surveillance due to real-time capabilities associated with many emerging technologies; (4) There is a need for research and papers about the cyberinfrastructure required to cope with big data (multiple streams, processing, aggregation, visualization, etc.);

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and (5) Increasingly blurred boundaries between measurement and intervention activity (e.g., the quantified-self /self-tracking movement) may necessitate a reevaluation of the conventional scientific model for designing and evaluating these sorts of studies. There have been many recent, disparate advances related to this topic. Advances such as crowdsourcing allow for input from large, diverse audiences that can help to identify and improve infrastructure for activity (e.g., large group identification of environmental features that are conducive or inhibiting to physical activity on a national and even global scale). Technologies such as Global Positioning Systems (GPS) and accelerometry are now available in many mobile phones and can be used for identifying and promoting activity and also understanding naturalistically-occurring activity. SenseCam and other personal, visual devices and mobile apps provide person point of view context to physical activity lifestyle and timing. Further, multiple sensor systems are enabling better identification of types of activities (like stair climbing and jumping) that could not previously be identified readily using objective measures like pedometers or accelerometers in isolation. The ability of activity sensors to send data to remote servers allows for the incorporation of online technology (e.g., employing an online social-network as a source of inspiration or accountability to achieve physical activity goals), and websites such as Stickk.com enable individuals to make public contracts visible to other users and also incorporates financial incentives and disincentives in order to promote behaviors including physical activity. In addition, the increasing use of active-gaming (e.g., Wii, XBox Kinect) in homes, schools, and other venues further underscores the growing link between technology and physical activity. Improvements in mathematical models and computer algorithms also allow greater capacity for classifying and evaluating physical activity, improving consistency

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across research studies. Emerging technologies in the promotion and evaluation of physical activity is a significant area of interest because of its ability to greatly increase the amount and quality of global recorded measurements of PA patterns and its potential to more effectively promote PA. Emerging technologies related to physical activity build on our own and others' interdisciplinary collaborations in employing technology to address public health challenges. This research area is innovative in that it uses emerging resources including social media, crowdsourcing, and online gaming to better understand patterns of physical activity.

This book constitutes the revised selected papers from the 10th Global Sourcing Workshop held in Val d'Isère, France, in February 2016. The 11 papers presented in this volume were carefully reviewed and selected from 47 submissions. The book offers a review of the key topics in outsourcing and offshoring of information technology and business services offering practical frameworks that serve as a tool kit to students and managers. The range of topics covered is wide and diverse, but predominately focused on how to achieve success in shared services and outsourcing. More specifically, the book examines outsourcing decisions and management practices, giving specific attention to shared services that have become one of the dominant sourcing models. The topics discussed combine theoretical and practical insights regarding challenges that industry leaders, policy makers, and professionals face or should be concerned with. Case studies from various organizations, industries and countries such as UK, Italy, The Netherlands, Canada, Australia and Denmark complete the book.

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In 2019, ISO Technical Committee 279 released a new international standard on innovation management system called ISO 56002:2019. The objective of this standard is to provide a framework on how to build an innovation ecosystem that can be sustained over time. Similar to the quality management system that ISO established decades ago, this standard provides instructions related to best practices on how to manage innovation activities, projects, and programs. It does not describe detailed activities within the organization, but rather provides guidance at a general level. It does not prescribe any requirements or specific tools or methods for innovation activities. Essentially, the standard does not provide guidance on how to implement and/or use the standard. The standard basically tells you what to do and document -- this powerful book tells you how to do it. The techniques in this book are directed at key tasks across the innovative process, such as maximizing quality, productivity, maintainability, usability, and reliability, while focusing on reducing the product cycle time and costs within the innovative process. Currently, there are no other comprehensive books available on how to fully implement this standard in companies -- This book is crucial for managers, business leaders, entrepreneurs, and consultants looking for help to reap the benefits of an innovation management system. This book takes you step by step through the process of developing an innovation ecosystem. In addition, it provides frameworks, tools, methodologies, cases, and best practices so your organization can experience the full value of the standard.